

# PATHFINDER SOCIETY®

YEAR OF THE SERPENT



## FAITHLESS AND FORGOTTEN, PART 2: LOST COLONY OF TALDOR

By Kalervo Oikarinen



# FAITHLESS AND FORGOTTEN, PART 2: LOST COLONY OF TALDOR

## Pathfinder Society Scenario #7–16

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# FAITHLESS AND FORGOTTEN, PART 2: LOST COLONY OF TALDOR

BY KALERVO OIKARINEN



Northwestern Garund was once the heart of the mighty Jistkan Imperium, and numerous ruins still lie preserved in the arid region. During the Everwar several centuries ago, Chelish soldiers discovered one of these ruins in a Rahadoumi settlement known as Ibhír about fifteen miles from the city of Khari. The fierce battle between Chelish and Rahadoumi forces left Ibhír in ruins, and the victorious Chelish forces discovered ancient Jistkan chambers beneath the village's deep foundations. After some brave—or greedy—souls went missing while exploring the deeper parts, the area was sealed off and forgotten for centuries, protected by tales of the restless dead.

The Thrice-Damned House Thrune has ruled Chelíax for the better part of a century, and their censors and Hellknight allies have systematically revised the nation's history (and destroyed any records that reference redacted events) to control the citizenry. Ibhír's ruins present an alternative to the destruction of unwanted history: outright fabrication of a fictitious narrative. The Imperial Ministry of Historical Accuracy tasked Chelish archaeologists from the Athenaeum museum to covertly reopen the excavation at Ibhír and modify the ruins to suggest Taldor—not Jistka—had conquered and settled the area millennia ago. To this end, they also contracted the Aspis Consortium to deliver a host of fabricated artifacts of the right age that would not be traced back to the Athenaeum.

The idea of a Rahadoumi settlement built above an ancient Taldan one to hide the truth—until the brave Chelish soldiers came to set things right—was too good to pass up. The only piece that's missing is a team of independent scholars trustworthy enough to be perceived as impartial judges but sufficiently inexperienced to believe the planted evidence. The Pathfinder Society was unwittingly all too happy to oblige. If the plan works, the Chelish masterminds hope to create a national narrative strong enough to silence diplomats from Rahadoum, who demand that Chelíax return the conquered Kharijite province to its rightful owner.

## WHERE ON GOLARION?

*Colony of Taldor* begins and ends in the city of Corentyn, but much of its action takes place in an ancient ruin located near the city Khari. The sun-scorched Kharijite province of Chelíax remains a contested region as Rahadoum—the previous owner—demands its return. For more information on Chelíax and its southern regions, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Chelíax, The Infernal Empire*.



The ministry has also been investigating Zefiro Balinger, the curator and director of Corentyn's Museum of History, for preserving unlawful histories. They have tasked Iluvia Thorn, a Hellknight signifier, to lead the inquiry into Zefiro and anyone who associates with him. He has risked several meetings with visiting Pathfinders, who he hopes will help him smuggle the unaltered, preserved histories of Chelíax to safety. This is all Iluvia Thorn has been waiting for, and she only awaits a judge's warrant before making her arrest.

## SUMMARY

The PCs begin the adventure in Corentyn, where in *Pathfinder Society Scenario #7–14: Faithless and Forgotten, Part 1: Let Bygones Be* they first worked with Zefiro Balinger before traveling to Hellcoast to investigate a ruined keep



## GM RESOURCES

This adventure makes use of the following Pathfinder RPG products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG NPC Codex*, *Pathfinder RPG Ultimate Equipment*, and *Pathfinder RPG Ultimate Magic*. You can find all these rules in the Pathfinder Reference Document online at [paizo.com/prd](http://paizo.com/prd), and the relevant rules from the Bestiary and NPC Codex are reprinted at the back of the adventure for the GM's convenience.

of House Davian. Zefiro has a package for them provided by the Athenaeum archaeologists with details about a lost colony of Taldor uncovered in the Kharijite province—the next site in Cheliox the PCs are authorized to explore. After meeting with Zefiro in the Museum of History, the PCs are ready to make their way to the city of Khari aboard a Chelish frigate.

When the PCs arrive in Khari, they must procure a travel permit before they can depart for the archaeological site. Mavius Gioveni, the magistrate in charge of handling the permits, takes personal interest in the archaeological mission and invites the PCs to his manor for a banquet to satiate his curiosity. Travel permit in hand, the PCs journey through arid lands to the haunted ruins of Ibhira, an old Rahadomi settlement ruined during the Everwar. After the PCs defeat undead Chelish soldiers that have overrun the camp under the cover of a sandstorm, they investigate the archaeological site below and can learn of the Chelish archaeologists' tampering by examining several key artifacts and features. The PCs venture into the infernal Jistkan chambers that lie beyond the site, once they see through the false Taldan façade. After surviving the dangers left behind by Jistkan artificers, the PCs are ready to sail back to Corentyn, Jistkan artifacts and treasures in hand.

The Imperial Ministry of Historical Accuracy finally makes their move against Zefiro shortly before the PCs return to Corentyn. Signifer Iluvia Thorn and several Throne loyalists raid the Museum of History and arrest Zefiro. When the PCs arrive to the museum, Iluvia and her goons are in the middle of scouring the museum for any unlawful histories collected by Zefiro. After dealing

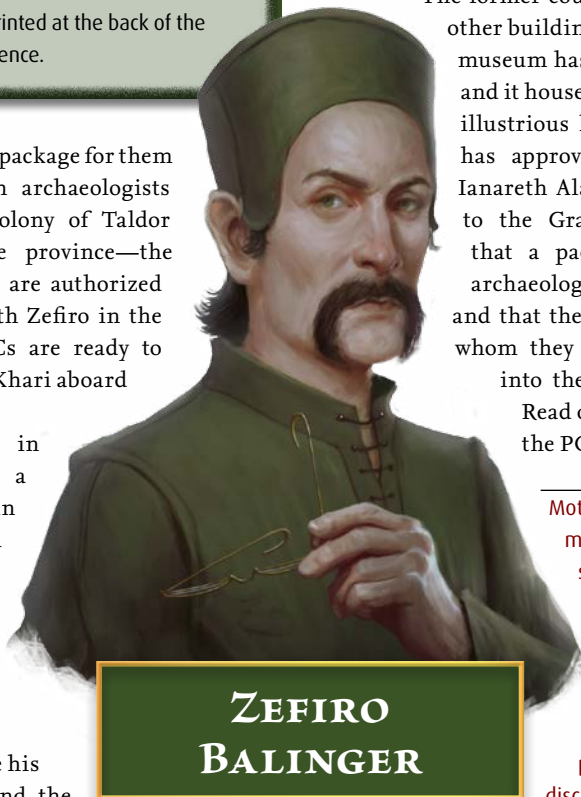
with the Chelish forces, the PCs discover that Zefiro is no longer at the museum. Finally, the PCs gather any evidence on the current whereabouts of Zefiro—along with items dealing with the true history of Corentyn—and flee the museum before more Chelish soldiers arrive.

## GETTING STARTED

The adventure begins in Corentyn's Museum of History.

The former courthouse rises above many of the other buildings within the High Quarter. The museum has endured the touch of time well, and it houses those artifacts from Corentyn's illustrious history that the Throne regime has approved. Earlier, a courier sent by Ianareth Alazario—the new Chelish liaison to the Grand Lodge—informed the PCs that a package provided by Athenaeum archaeologists awaits them at the museum and that they are to contact Zefiro Balinger, whom they met during their investigation into the ruined keep of House Davian.

Read or paraphrase the following when the PCs are ready to enter the museum.



**ZEFIRO  
BALINGER**

Motes of dust float in the air as the midday sun shines through the skylights of the museum roof. Several scholars and students move about the bookshelves and display cases on the main floor and the balconies above, while some are hunched over tables piled with heavy tomes. Zefiro is in discussion with a colleague when he notices the visitors.

"Ah, you have returned. Welcome." He shakes hands with everyone. "Right, we have that package for you." Zefiro beckons to a student at a nearby table. "Run up and fetch the Athenaeum materials from my office." He turns back from the student, though he occasionally glances nervously at the people going about their work around him.

"The ruin you're about to investigate is certainly a major discovery, and it's sure to earn great prestige for my colleagues at Egorian's Athenaeum. A lost colony of ancient Taldor right within the Kharijite province would certainly give our beloved empire a strong claim to the region." Zefiro steps a little closer and lowers his voice. "I would be very interested to discuss your findings when you return, with a bit more privacy. Come see me here in the evening and we can have a talk in my office."

Zefiro takes a step back as the student returns with the package. He hands it over to the PCs, "If there's nothing else, I must get back to my duties."



Zefiro stays and willingly answers a few quick questions if the PCs so wish, but then he firmly says his good-byes and returns to his ongoing work. He is able to tell the PCs that the lost colony lies under a ruined Rahadoumi village called Ibhír, which is located a couple of days' ride southwest from the city of Khari. A collapse uncovered the site as a fierce battle was fought in Ibhír during the Everwar. Centuries later, a forgotten war diary led the Athenaeum archaeologists to rediscover the colony and mount an expedition to exhume it. According to the Athenaeum archaeologists, Taldan colonists established the settlement as part of the Third Army of Exploration, sometime after Corentyn was founded in 1520 AR. Zefiro has only met Ianareth in passing, and he describes her as the shining embodiment of Cheliax's values; he accompanies this statement with a grimace meant to convey that he doesn't necessarily intend this as a compliment.

The Athenaeum package contains several items: an official document that authorizes its bearer to inspect the archaeological site, a map of the Kharijite province that has a route to Ibhír marked on it, and an archaeological report that details the discoveries made at the site. Give the players **Player Handout #1**.

After departing the museum, the PCs make their way to the docks where Ianareth has arranged passage to Khari aboard one of the ships that the Chelish navy uses to patrol the Hespereth Strait.

## THE CITY OF KHARI

The sail to Khari is quite uneventful, and the crewmembers—none too pleased about having to transport civilians aboard a military vessel—keep to themselves. As the Pathfinders arrive in Khari, read or paraphrase the following.

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The Chelish frigate cuts through the waves by the Arch of Aroden as sunrise paints the harbor of Khari red. Vessels from all around the Inner Sea are moored at the docks, waiting for their cargo to be unloaded or for new goods to be brought aboard. The city spreads around the bay, with sandstone buildings and twisting minarets marking its Rahadoumi origin now emblazoned with red-and-white banners of Cheliax.

Most of the inhabitants dress in a Garundi fashion of colorful robes and billowing blouses, but occasionally a regiment of Chelish soldiers or a Hellknight parts the crowd. Several open-air markets fill the city with clamor as merchants and patrons haggle loudly under many-colored stalls.



At one of the stalls, an exasperated man with an Osirian accent complains loudly, “It would be bad enough if it was just the damned dockworkers who take their time unloading my goods, but now I have to wait for those infernal bureaucrats to grant me a travel permit to even leave the city. I swear I’m about to lose my mind with the incompetence of these people!”

The Society has provided the PCs with basic archaeological equipment (picks, shovels, brushes, sacks, parchment tags, and notebooks) and sufficient funds to cover essential expenses and purchase mounts; they can keep anything left over as a bonus. The PCs may gather information and prepare for the journey as they interact with the local people, but before they leave the city, they must acquire a travel permit.

## Diplomacy (gather information)

Based on the result of the Diplomacy (gather information) check, the PCs might learn more about Khari and the previous expedition. Each PC notes all of the information whose DC is less than or equal to the result of her check.

**15+:** A gruff barkeep informs the PCs of the tight grip Cheliix keeps on the city. “Recently they’ve been cracking down on any shady business, so everyone needs a travel permit to leave the city. I hear the inspections of coming and going cargo are pretty thorough as well. Good luck at the magistrate’s office—the lines are bound to be as long as the Arch.”

**20+:** A bored caravan guard provides information about the archaeological expedition. “They had plenty of scholars and soldiers as well. The number of tools and supplies they were willing to lug across the desert surprised me. Our caravan shared the road with them for a while, but they kept mostly to themselves.”

**25+:** An unscrupulous merchant reveals information about the Aspis Consortium caravan that went to the expedition site. “The Aspis Consortium transported a caravan full of supplies to the ruins. I’m not sure what they were carrying in those crates, but I hear they looked heavy—not that they were advertising this on the streets or anything, but I have my sources. It didn’t take long for them to receive appropriate permits either. I guess it helps to have friends in the right places.”

## Knowledge (geography or local)

Based on the result of the Knowledge (local) check, the PCs might learn more about the Kharijite region. Each PC notes all of the information whose DC is less than or equal to the result of her check.

**15+:** The people of Khari see themselves more as Chelish citizens than as Rahadoumi despite their ancestry. Lord-mayor Marsiol Gioveni, a steadfast ally of the Thrune regime, rules Khari. Gioveni takes a harsh

stance against anyone who would engage in smuggling and black-market deals.

**20+:** This time of the year, fierce sandstorms tend to plague the area around Ibhira, and it’s bound to get even worse in the following weeks before the storms subside. It’s a good idea to make the journey there and back as soon as possible. Learning this grants the PCs a +5 bonus on the Survival check to notice the encroaching sandstorm on their way to the excavation later in the adventure.

**25+:** The settlement of Ibhira has remained abandoned for centuries since the Everwar. At campfires, the local people whisper ghost stories that revolved around foolish travelers who took shelter in the ruins during a sandstorm and never returned.

## Knowledge (history)

Based on the result of the Knowledge (history) check, the PCs may know about the history of the Kharijite province. Each PC notes all of the information whose DC is less than or equal to the result of her check.

**10+:** Cheliix forcibly annexed the Kharijite province from Rahadom during the Everwar, and Rahadoumi diplomats have been demanding that Cheliix return the region to its rightful owner ever since.

**15+:** The Everwar, also known as the Wars of Expansion, was a century-long war of conquest launched by King Haliad III in 4305 AR that—among other territories—expanded Chelish control into northern Garund, allowing them to control both ends of the Arch of Aroden. The Everwar lasted through the reigns of five Chelish monarchs and finally ended in 4410 AR.

**20+:** There are several ruins in northern Garund left behind by long-lost human civilizations, most famously the Jistka Imperium. The Jistkans were famous for building golems and other mighty constructs.

## ACQUIRING TRAVEL PERMITS

Following the recent exposure of an extensive smuggling ring, Khari’s government has tightened security on who can or cannot leave the city. Even the PCs’ official authorization to explore Ibhira is insufficient to get them past the gate guards. In order to leave, the Pathfinders must secure travel permits from the office of Magistrate Mavius Gioveni.

Scores of applicants hoping to procure official travel permits fill the bulky sandstone building, and clerks steadily work their way up and down the lines to identify each applicant and inquire about their business. Once a clerk confirms the PCs’ authorization from the Athenaeum, she fetches a letter, lowers her voice, and tells them, “Magistrate Mavius Gioveni wants to handle this matter in person. This is an invitation to attend an evening function at his estate.” She forces a smile

and then turns her attention to the next group in line. As promised, the letter requests that the PCs join the magistrate at sundown for a fancy meal.

The PCs are free to turn down the invitation, though this adventure assumes the PCs secure the magistrate's assistance. If spurned, he sends a more strongly worded invitation the next day that practically mandates their attendance; his hurt pride imposes a  $-2$  penalty on any check the PCs attempt to influence him during the meeting. If the PCs turn down this second opportunity, the magistrate ignores them from then on. A PC can spend 2 Prestige Points to secure an adequate travel permit through alternate channels, or a GM might allow a creative solution, such as the PCs sneaking out of the city with all of their excavation equipment stored in a *bag of holding* (most such DCs to evade Chelish law should be in the low 20s). Otherwise, they're stuck in Khari, and the adventure effectively comes to an end.

The PCs have several hours before the function, which is sufficient for them to learn more about their host and acquire new outfits for the fancy occasion.

## **Diplomacy (gather information), Knowledge (local), or Knowledge (nobility)**

Based on the result of a Diplomacy or Knowledge (local or nobility) check, the PCs might learn rumors about Magistrate Mavius Giovenci and his connections. Each PC notes all of the information whose DC is less than or equal to the result of her check.

**15+:** Mavius is a cousin of the lord-mayor of Khari. The magistrate takes advantage of his station to enjoy all the pleasures the city has to offer, therefore his palanquin is a regular sight on the street as Mavius travels between the mansion and several high-end establishments and the opera.

**20+:** The lord-mayor, Marsiol Giovenci, isn't too fond of his cousin. He secured the post of magistrate for Mavius as a favor to Mavius's father, yet Marsiol feels that his cousin doesn't live up to the city's standards. The lord-mayor is concerned that Mavius might make him regret the favor by becoming entangled in some scandal.

**25+:** Mavius has been involved in some dubious dealings with shady individuals tied to the Aspis Consortium, including the halfling, Tamrin Credence. The PCs learned during their previous investigation in Corentyn that Tamrin had also been involved with Zarta Dralneen. There's enough evidence to let the PCs leverage this information to force the magistrate to cooperate—even become a long-term asset for future endeavors—though actually using information against a Chelish noble would be risky at best.

Once the PCs are ready to meet with the magistrate, read or paraphrase the following.

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The magistrate's mansion is of modest size but well-maintained. Upon receiving the invitation, a halfling servant guides everyone through an iron gate with flowery designs onto a terrace overlooking the bay near the Arch of Aroden. A ring of sitting pillows and several water pipes furnish the terrace. At the end of the hall sits a handsome, dark-haired man with an easy smile, though years of indulgent living seem to have taken their toll on his physique. The air is humid as thundering clouds gather far from the shore.

Mavius beckons everyone to sit down, "My dear guests, please relax and enjoy yourselves. There are plenty of local delicacies, and the wine is quite exquisite. I'm sure you're eager to get down to business, yet there'll be time for that later."

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Magistrate Mavius Giovenci has heard about the Athenaeum's contracting specialists to explore a site in Kharijite. As one who values knowing the latest gossip, Mavius has invited the PCs to his estate to learn what he can of their operation and appease his own ego at the same time. Earning his approval and cooperation in securing travel papers is divided into three parts, each of which concludes with a skill check. The skill check DCs referenced below are appropriate for Subtier 1–2; in Subtier 4–5, increase each of the DCs by 3.

As advertised, Mavius has provided a sumptuous feast, and he greedily partakes of the many delicacies. If a PC desires, she can eat and drink to excess, granting her the sickened condition for the duration of the encounter. However, matching Mavius's appetite delights him, and that PC can reroll one failed skill check to impress the magistrate. Any PC wearing a fully accessorized courtier's outfit or finer also gains a  $+2$  bonus on checks to impress Mavius. Of course, if the players roleplay one of the magistrate's tests in an especially clever way, consider providing them as much as a  $+5$  bonus on the associated check.

Once the bulk of the meal is done, Mavius cheerfully seeks other amusement.

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The magistrate orders a servant to bring out an ornate board with several dozen ivory pieces, "Would anyone care for a friendly game of Siege—unless one of you can entertain us with some Chelish opera? Hah!"

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**Intelligence DC 12, Profession (gambler) DC 16, or Perform (sing) DC 16:** The deeply strategic game Siege is played with pieces on a board and involves each player attempting to surround the pieces of his opponent. Mavius doesn't like to lose, which a PC can discern with a DC 15 Sense Motive check. Succeeding at the Intelligence

or Profession (gambler) check means that the PC won the game (which is to their disadvantage), unless she purposefully tried to lose; failing the check when trying to lose represents losing so pitifully that Mavius is disappointed by the game. A PC can instead attempt a DC 16 Bluff check to lose the game in a convincing way. Alternatively, a PC can offer to sing a piece selected from a Chelish opera.

The Pathfinders succeed at this part of the encounter if the PC loses the game convincingly and without getting caught, or if she sings the opera piece well. Otherwise they fail this test.

After the games and song, Mavius's attention turns to the Pathfinders and their exploits.

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*"Tell me about this expedition you are embarking upon. I have heard a little about it here and there—enough to get me intrigued. I'd love to know more."*

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**Bluff, Diplomacy, or Perform (oratory) DC 15:** At least two PCs must impress upon Mavius the importance of their mission for Cheliox. At least half of the PCs (minimum two) who attempt this check must succeed to avoid failing this test. If only one PC is explaining everything, Mavius cajoles his other guests to contribute. Once he's heard enough, Mavius idly waves a hand and makes another suggestion, beginning the encounter's final challenge.

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*"I have heard some wild tales about the exploits of Pathfinders. I'd like to hear more of your adventures, or perhaps you'd like to showcase your considerable skills!"*

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**Any appropriate skill (DC 16), ability (DC 12), or attack (AC 16):** Mavius expects everyone to contribute. Each PC must either tell a story about their exploits, showcase their physical aptitude, or demonstrate their knowledge that relates to their talents as a Pathfinder. This is a very open-ended challenge that can accommodate a wide variety of solutions. Mavius can gather a number of props that might help a PC show off, such as locks to pick, ripe fruit to cut from the air, and the like. If at least half of the PCs succeed at their checks, Mavius is convinced that the PCs have what it takes to accomplish their mission; the PCs have passed this final challenge.

**Intimidate DC 20:** Alternatively, or if the previous attempts failed, the PCs can leverage the compromising information they may have learned when they gathered information about Mavius. If successful, this compels Mavius to cooperate with the PCs and concludes the encounter immediately. If the check fails, Mavius plays the attempt off as a jest made in very poor taste, and he pointedly asks the PCs not to bring up any such

foolishness again; increase the DCs of any other checks made to impress the magistrate by 3.

**Development:** If the PCs succeed in two of three parts of impressing Mavius—or blackmail him into cooperating—the magistrate waives any fees related to the travel permit, which is available the next morning. Having the magistrate as a friend or a reluctant asset might prove useful for any future endeavors the PCs or their allies might have in Khari. On a failure, the PCs must spend money for the fees. Regardless, the PCs are now allowed to travel to Ibhir.

**Rewards:** If the PCs fail to secure Mavius's cooperation, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 41 gp.

*Out of Subtier:* Reduce each PC's gold earned by 103 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 166 gp.

## TRAVEL AND STORMS

Most of the PCs' overland journey is safe and uneventful, thanks to the carefully notated map provided by the Athenaeum. The PCs' luck turns against them during the final stretch as a sandstorm rumbles toward the bluff from the southeast. A PC who succeeds at a DC 20 Survival check notices the signs of the rising storm well in advance, reducing the DCs of all subsequent checks to avoid the storm by 2. If a PC succeeded at the Knowledge (geography or local) on page 6, the PCs gain a +5 bonus on this Survival check.

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*The last rays of the setting sun light up a bluff to the southeast that towers over the desert. Ruined buildings and leaning towers jut up from the plateau on its top as ominous clouds loom to the south of Ibhir—a sandstorm roars across the desert toward the ruins.*

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The only cover in sight is the Chelish camp's sandstone building, and the PCs need to reach it before the storm reaches them. Doing so requires a series of three skill checks that all of the PCs must attempt, and the PCs succeed at each of the three challenges as a group if at least half of the PCs succeed at that check. In Subtier 4–5, increase the DC of the skill checks by 3 and the DC of the ability checks by 2.

First, the PCs must hurry their mounts toward the bluff with a successful DC 13 Ride check. Second, the PCs need to lead their mounts along the treacherous path that snakes up the side of the bluff, requiring a successful DC 16 Ride check or DC 14 Handle Animal check. Finally, at the top of the bluff, the PCs must navigate the stinging sand and locate the Chelish camp with a successful DC 17 Perception check. If a PC elected not to ride a mount, for the first two checks he must instead attempt a DC 13 Constitution check followed by a DC 16 Acrobatics or



Climb check; he gains a +2 bonus on these checks if his movement speed is at least 40 feet.

For each of these checks the PCs fail as a group, each PC takes 1d3 points of nonlethal damage from the sandstorm (2d4 points of nonlethal damage in Subtier 4–5). In addition, failing at least one of the challenges damages the PCs' eyes, imposing a –2 penalty on their Perception checks for the next 24 hours. A PC wearing goggles or other heavy eyewear during the storm ignores this penalty.

**Development:** The PCs enter area **A1** at the conclusion of this scene. The number of challenges the PCs failed also impacts how long the PCs have to secure the canvas roof in the next encounter.

## A. THE LOST COLONY OF TALDOR

The ruins of Ibhira are atop a 200-foot-tall stone bluff. The only way to reach it is via a precarious path that snakes up the side. Most of the buildings are heavily damaged by the battles of the Everwar and centuries of abandonment to the elements. The Chelish base camp is located in the middle of the wrecked village, surrounded by a palisade. In the center of the camp stands a partially intact sandstone building that leads into the chambers below.

The settlement's ongoing occupation gradually led to building atop older structures, which gradually raised Ibhira's effective street level. As a result, many of the ruins have extensive basements with now-blocked windows and other living quarters that were once surface structures. However, some properties had intentional basement levels, including the site of the Chelish excavation, where clandestine Jistkan researchers and priest-artificers sought ways to harness infernal energies.

Unless otherwise noted, all of the rooms in this site are 20 feet tall and not illuminated. Staircases descend at approximately a 45-degree angle, and ascending creatures treat the steps as difficult terrain. The Taldan portions (areas **A1–A3**) are covered with a thin layer of sand that has blown in from outside, but otherwise they are fairly clean. The Jistkan parts of the site (areas **A4–A10**) have slightly unstable and degraded ceilings, which causes bits of dirt, rock, and plaster to occasionally rain down from above.

**Archaeology:** In areas **A2** and **A3**, the PCs have five opportunities to study the ruins and identify inconsistencies that suggest someone tampered with the site. Finding these faked artifacts and modified features not only helps the players realize that they're pawns in a larger Chelish scheme, but it also contributes to their secondary success conditions. The skill check DCs listed are for Subtier 1–2; increase these DCs by 2 in Subtier 4–5.

### SCALING ENCOUNTER A1

Make the following adjustments to accommodate a group of four PCs.

**Subtier 1–2:** Remove one desiccated skeleton from the encounter.

**Subtier 4–5:** Remove one skeletal champion from the encounter.

## A1. Chelish Camp (CR 2 or CR 5)

Sand gusts into the building through the open door to the west and the southwest corner of the canvas roof, where the broad tarpaulin has broken free at one end. The canvas strains violently in the wind as the rest of the bindings begin to pull loose. Only half of the building's original floor still exists to the south. A ladder descends ten feet to a ledge below, and another ladder descends further into a jagged crack in the ground. A campsite sprawls across both ledges, and several bloodied corpses are scattered throughout.

The Chelish team set up their camp in this sandstone building. The ceiling rises 15 feet above the floor to the south, which is 10 feet above the lower floor. The northern floor has an opening that drops 20 feet into area **A2**. The PCs have 14 rounds to secure the canvas before it rips completely off, but for each challenge they failed while escaping the storm, they have 2 fewer rounds to accomplish the task. Securing the canvas requires climbing the fragmented walls (Climb DC 15) and then succeeding at a DC 12 Strength check as a full-round action to reattach the tarpaulin.

A PC can discover a small shard of Taldan pottery in the hay under a crate with a successful DC 22 Perception check. This is an initial clue that somebody might have imported pottery to place in the excavation.

**Creatures:** When night falls, the soldiers that fell during the Everwar roam the ruins as undead, some of which retain their intelligence due to the unholy energies emanating from the buried ruins. Once most of the Chelish team had left Ibhira, the undead emerged in force and attacked the now-vulnerable camp. As the sandstorm blots out the sun, the undead once again stir and attack the PCs as they enter the area. Two are on the southern ledge, and the other is on the lower northern floor. With a DC 18 Knowledge (history) check, a PC can determine that the tattered uniforms they wear date back to the Everwar.

### Subtier 1–2 (CR 2)

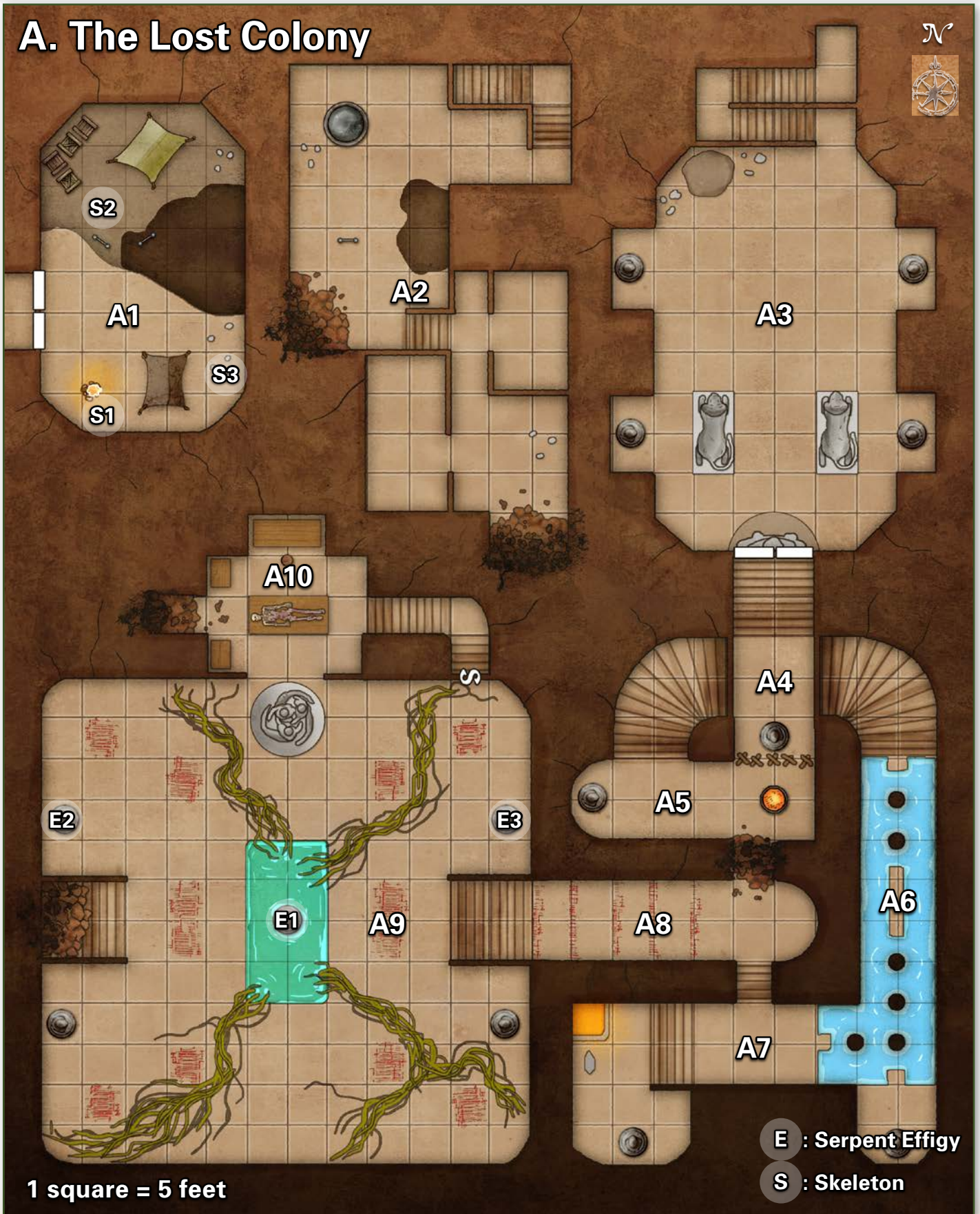
#### DESICCATED SKELETONS (3)

CR 1/2

Variant skeleton (*Pathfinder RPG Bestiary* 250)

NE Medium undead

# A. The Lost Colony





**Init** +6; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 9 (2d8)

**Fort** +0, **Ref** +2, **Will** +3; +2 vs. water

**DR** 5/bludgeoning; **Immune** cold, undead traits;

**SR** 12 (water only)

### OFFENSE

**Speed** 30 ft.

**Melee** broken longsword +1 (1d8 plus desiccation), claw -2 (1d4+1 plus desiccation) or

2 claws +3 (1d4+2 plus desiccation)

**Special Attacks** desiccation

### TACTICS

**During Combat** The skeletons mindlessly attack the PCs, retaining just enough memory of their former lives to perform antiquated Chelish military salutes before charging into battle. The skeletons do not pursue the PCs into area A2, though they do pursue the PCs outside the building.

**Morale** The skeletons fight until destroyed.

### STATISTICS

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +3; **CMD** 15

**Feats** Improved Initiative<sup>B</sup>

**Gear** broken chain shirt, broken longsword

### SPECIAL ABILITIES

**Desiccation (Su)** An aura of supernaturally arid air surrounds a desiccated skeleton, withering foes, granting the skeleton spell resistance 12 against any spell or spell-like ability with the water descriptor, and providing it a +2 profane bonus to AC and a +2 profane bonus on saving throws against water effects. When a desiccated skeleton hits with a melee attack, the target must also succeed at a DC 11 Fortitude save or be afflicted with the desiccation aura for 1d3+1 rounds. At the start of each of the target's turns, it takes 1d3 nonlethal damage as the arid air draws out his vital fluids. Dousing the victim with at least 1/2 gallon of water (the volume of a typical waterskin) grants the target a new Fortitude save to end the effect immediately, and drinking 1/2 gallon of water over the course of at least 1 minute restores any nonlethal damage dealt by this effect. A creature cannot be subject to more than one skeleton's desiccation effect at a time. The saving throw is Charisma-based.

## Subtier 4–5 (CR 5)

### SKELETAL CHAMPION (3)

CR 2

**hp** 17 (*Pathfinder RPG Bestiary* 252; see page 22)

### TACTICS

The skeletal champions demonstrate some teamwork and maneuver strategically. Otherwise, use the tactics from Subtier 1–2.

**Treasure:** A discarded *potion of cure moderate wounds* and a coil of iron rope (*Pathfinder RPG Ultimate Equipment* 306) are in the eastern tent.

**Development:** If the PCs fail to secure the canvas roof in time, the sand from the storm blows in freely and covers the archaeological sites below with an erosive coat of grit. This makes it harder to distinguish the artifacts' inconsistencies, increasing the DC of all archaeology-related checks in areas A2 and A3 by 1.

**Rewards:** If the PCs fail to defeat the undead, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 88 gp.

*Out of Subtier:* Reduce each PC's gold earned by 205 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 322 gp.

## A2. Upper Archaeological Site

This cold, dark stone chamber has walls covered in ancient markings that the ages have worn to the point of illegibility. The higher portion holds a dried-up well, a ladder leading up, and descending stairs to the north. The lower portion to the south has two ancient buildings and a collapsed passageway. The floor has fallen near the east wall, exposing another chamber below. A robed corpse lies at the bottom of the ladder.



**SKELETAL  
CHAMPION**



These bleak chambers used to house the slave labor of the Jistka Imperium. The ladder leads up to area **A1**. Both the stairs in the northeast corner and the pit lead to area **A3**. Athenaeum excavators purposefully collapsed the passage to the south to limit the number of areas they needed to refurbish to appear Taldan. A PC who examines the area and succeeds at a DC 15 Craft (stonemasonry) or Knowledge (dungeoneering or engineering) can determine that the collapse was recent and does not appear to have been an accident. Clearing passage would take at least a week of labor, and on the other end is a small collection of damaged rooms whose sparse remains count as uncovering one of the archaeological secrets.

An Athenaeum archeologist who was left to oversee the site took a fatal fall from area **A1** when the undead attacked. A satchel lies next to the broken body.

**Archaeology:** The PCs have two archaeological finds to inspect and two suspicious details to uncover in this area. The first archaeological item mentioned in the report consists of broken Taldan clay pots, which were delivered to the site from Taldor by the Aspis Consortium. The clay pots are authentically ancient, but the clay is of a wrong type for this region. A PC can determine the chronological authenticity with a successful DC 14 Knowledge (history) check. PCs who succeed at a DC 14 Craft (pottery) check, a DC 18 Appraise or Knowledge (geography) check, or exceed the Knowledge (history) check by 5 or more identify the inconsistent type of clay. These pots could denote long-distance trade, but they are relatively plain and were unlikely valuable enough to serve as mercantile goods.

The second archaeological item from the report is a well-preserved ancient Taldan home. The Chelish archaeologists modified the original Jistkan building with stucco that has been painted to appear weathered. A PC who succeeds at a DC 15 Knowledge (history) check confirms that the architecture is of the right style for the period. PCs who succeed at a DC 14 Appraise or Knowledge (engineering) check, a DC 20 Perception check, or exceed the Knowledge (history) check by 5 or more deduce the false nature of the painted stucco.

**Well:** A PC who succeeds at a DC 16 Perception check notices something gleaming at the bottom of the dried-up well. The well is 30 feet deep with a Climb DC of 14. The item at the bottom is an ancient dagger.

**Treasure:** The Athenaeum archaeologist's bag contains a scroll of *resist energy*. At the bottom of the 30-foot-deep well is a masterwork cold iron dagger with a raven-headed pommel. While exploring the room, a PC can spot the dagger with a successful DC 20 Perception check; a PC who actually descends into the well automatically finds it. With a successful DC 15 Appraise or Knowledge (history) check, a PC can identify the dagger as being Jistkan in

design. It also has a faint aura of abjuration magic, which interacts with the wards in area **A8**.

**Rewards:** If the PCs do not recover the scroll and dagger, reduce their gold earned by 37 gp each.

## A3. Lower Archaeological Site

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To the north, a winding stairway descends to the dim chamber below. Four alcoves hold marble statues of grim soldiers from ages past, two on either side of a faintly glowing statue of a regally appointed man who towers in front of the southern wall. Two golden lion statues stand at guard in front of the god. The roof has collapsed at the northwest corner, where a large stone slab lies on the floor below the opening.

---

This area is the entrance chamber into the infernal Jistkan temple. The staircase to the north leads to area **A2**. The PCs have three archaeological items to inspect and one suspicious detail to find.

**Archaeology:** The PCs can study three additional features here—and uncover their inconsistencies. The first is the quartet of Taldan statues occupying the alcoves. Each statue represents a noteworthy figure in Taldan history, and with a successful DC 15 Knowledge (history) or Profession (soldier) check, a PC can identify them as military leaders who served in Taldor's Third Army of Exploration under General Coren. Unfortunately, all four died before the founding of Corentyn, which supposedly served as a launching point for the group that founded this colony. A PC who succeeds at a DC 14 Appraise, Craft (stonemasonry or sculpture), or Knowledge (engineering) check can ascertain from the minimal wear and discoloration that the statues were likely carved in the last century.

The next archaeological item from the report is the pair of golden lion statues. Originally these depicted hellhounds, but the Athenaeum archaeologists augmented the original sculptures with plaster to resemble lions and covered them with a thin gold coating that has been tarnished with paint to appear aged. A PC who succeeds at a DC 15 Appraise check or a DC 20 Perception check can uncover these fabrications. A PC who succeeds at a DC 13 Knowledge (planes) identify that the statues depict hellhounds once the false parts have been removed.

The final archaeological item is a large, ancient statue of the god Abadar. The statue is actually a magical illusion that looks and feels real. The statue detects as magical, and a PC who succeeds at a DC 20 Knowledge (arcana) check identifies the aura as an illusion. Making this revelation or interacting with the statue allows a PC to attempt a DC 17 Will save to disbelieve the illusion.

The double door behind the illusion is made of metal. A serpent head etched upon its surface is the symbol of archdevil Geryon. The doors have been locked since the

Everwar with a chain (hardness 10, 5 hit points, break DC 26) and a padlock, which a PC can unlock with a successful DC 25 Disable Device check.

**Treasure:** The corpse of a Chelish soldier from the Everwar is concealed beneath a portion of a collapsed roof. A PC can notice bone shards near the slab with a successful DC 18 Perception check, and a PC can lift the slab enough to recover the remains with a successful DC 14 Strength check. The broken skeleton wears a platinum ring adorned with the head of a hound, and it has a faint aura of abjuration magic associated with the wards in area A8.

**Rewards:** If the PCs fail to find the platinum ring, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 13 gp.

*Out of Subtier:* Reduce each PC's gold earned by 26 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 40 gp.

## A4. Anteroom of Barbatos

Shadows cast by a blazing brazier behind a metal lattice to the south flutter across the wall paintings here, granting the images the illusion of haunted animation. A seven-foot-tall statue of a hunched, robed figure with three eyes and a mouth ringed with tentacles stands before the lattice.

This area is dedicated to the archdevil Barbatos, whom the statue depicts in grisly detail. The paintings portray a battle between the troops and div allies of Ancient Osirion and the artificers and constructs of the Jistka Imperium. These two powerful nations clashed for several hundred years around –3000 AR, and the Jistkans eventually lost the prolonged conflict. PCs who succeed at a DC 18 Knowledge (history) check recognize the opposing armies. The metal lattice is rusted and no longer properly anchored in the walls. Pulling it aside requires only a DC 8 Strength check.

## A5. Chamber of Dispater

A fiery brazier at the east end of the chamber makes the air uncomfortably hot and acrid. An eight-foot-tall statue of a devil with large, curved horns stands at the west end. Across from the metal lattice is a collapsed, descending staircase. An ancient skeleton is partially buried under the rubble.

This chamber is desecrated in the name of the archdevil Dispater, whose statue resides to the west. The brazier beyond holds a fist-sized hunk of rock salt bearing a *continual flame*. Skeletal remains in the rubble are that of an ancient Jistkan priest-artificer. Near the body lies a carved, broken rod, which a PC can notice among the debris with a successful DC 15 Perception check.

## THE ARCHDEVILS

Below is a description of the archdevils that rule the first five layers of Hell. PCs who succeed at a DC 15 Knowledge (planes) or (religion) check recognize an archdevil, its holy symbol, and recall the following information about it.

**Barbatos:** The current ruler of Avernus, the first level of Hell, Barbatos holds the keys to the gateways into Hell. He has dominion over birds that feast on the recent dead.

**Dispater:** The immense, iron-walled city of Dis, the second layer of Hell, is ruled by Dispater, Hell's greatest politician and jailer. His followers revere hounds.

**Mammon:** Hell's treasurer and accountant, Mammon lurks in the dark, rat-infested sewers below Dis—a lightless realm called Erebus that is the third layer of Hell.

**Belial:** Desire and adultery are the areas of concern for Belial, ruler of the molten layer of Hell's fourth circle, Phlegethon. His followers considered goats sacred.

**Geryon:** The stinking swamps of Stygia, the fifth layer of Hell, are the dominion of the Serpent—Geryon—source of all great heresies.

**Treasure:** The rod is, in fact, a broken *ivory baton*, which the Jistkan artificers used to control their constructs. A PC who succeeds at a DC 22 Knowledge (arcane) or (history) check—or identifies the ruined magic item with a DC 22 Spellcraft check—recognizes its significance. The PCs can imperfectly repair the *ivory baton* at the forge in area A7.

## A6. Hall of Mammon

The echoing, lightless hall has a dark pool that extends most of its length. A walkway runs above the pool, but much of it has collapsed, leaving only the support pillars below. In the south, upon a platform at the end of the hall, stands a seven-foot-tall statue of a horned humanoid with a large, cryptic disc mounted upon its back. The hall turns to the west before the platform.

This hall is dedicated to the archdevil Mammon, whose statue looms at the end of the hall. The pool is 10 feet deep, and a PC can cross the water by hopping from one pillar to another with a series of successful DC 12 Acrobatics checks. Alternatively, a PC can jump across the collapsed sections with a successful Acrobatics checks—the first jump is DC 15, the second is DC 20, and the last one is DC 10. Failing any of these checks lands the PC in the water.

**Hazard:** The water is oily and leaves a slick residue upon anyone who falls into it. The next time the creature takes any fire damage, it suffers an additional 1d4 points of fire damage (In Subtier 4–5 the creature must also succeed at a DC 15 Reflex save or catch fire). Washing oneself with soapy water can also remove the residue.

### A7. Forge of Belial

This hallway has staircases leading down to the north and west. The wide staircase to the west leads to a room illuminated by the warm glow of a small, fuel-less forge next to an eight-foot-tall statue. The statue depicts a handsome, winged humanoid, though one side of his body is notably angelic and the other half fiendish. Skeletal remains in a red uniform lie in the middle of the room.

This forge is dedicated to the archdevil Belial, whose sculpted likeness stands proudly in the room. The corpse of the Chelish soldier has a gaping but cleanly cut hole through its rib cage. A PC can determine with a successful DC 15 Heal check that something hot burned through the torso. One of the corpse's skeletal hands still clutches an amulet.

The forge's magic is waning but still operational, and if one of the PCs possesses the ivory baton from area A5, it trembles slightly when brought near the workspace. With 10 minutes of work, a PC who succeeds at a DC 15 relevant Craft check or Spellcraft check (DC 20 in Subtier 4–5) can partially restore the baton's functionality; it remains unreliable and requires a DC 20 Use Magic Device check to activate. If the PC exceeds the DC of the check to repair the baton by 5 or more, the resulting repairs become sufficiently comprehensive that a PC can activate the baton without using Use Magic Device. In any event, the rod can only be used once before breaking forever. When pointed at a Jistkan construct and activated as a standard action, it disrupts the construct and causes it to take no actions for one round.

**Treasure:** The human corpse has a Jistkan gold bracelet that has the head of a goat engraved on it. The bracelet has faint abjuration aura on it, is worth 40 gp (120 gp in Subtier 4–5), and can help the PCs overcome the wards in area A8.

**Rewards:** If the PCs do not recover the gold bracelet, reduce the PCs' gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 12 gp.

*Out of Subtier:* Reduce each PC's gold earned by 23 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 35 gp.

### A8. Path of Damnation

On the east end of this dim hallway, two staircases lead to the north and south but the one to the north has collapsed. A painting on the eastern wall depicts four figures guided along a path by a rat, a goat, a raven, and a hound. A rounded tunnel extends to the west, and glowing runes on the floor divide the floor into four areas. Stairs at the far end of the hall descend into a larger room, and a decrepit corpse wearing a silver amulet is splayed precariously across the upper steps.

This room separates the temple of Geryon from the lesser shrines (areas A4–A7). The grim corpse at the top of the stairs wears an amulet (see Treasure below), and a PC who succeeds at a DC 15 Heal check can determine that his neck is snapped because something nearly succeeded in tearing his head from his body.

**Hazards:** This hallway was once called the Path of Damnation, an allegorical representation of the first four levels of Hell. Entering one of the rune-inscribed areas without disabling that ward afflicts the creature with a compulsion effect that triggers when it enters area A9; a successful DC 14 Will save (DC 17 in Subtier 4–5) negates the compulsion. For each additional ward a PC triggers, she must attempt an additional save, and the save DC increases by 1.

A PC is able to temporarily disable a warded area by prominently carrying the corresponding animal token into that area, causing the arcane runes to dim for 1 minute. In order from east to west, these four areas represent Avernus, Dis, Erebus, and Phlegethon, the domains of Barbatos, Dispater, Mammon, and Belial respectively. The corresponding tokens are the raven dagger (area A2), hound token (area A3), rat amulet (area A8), and goat bracelet (area A7). Faint illustrations along each of these four areas depict the four layers of Hell, which a PC can identify with a successful DC 15 Knowledge (planes) check.

**Treasure:** The corpse wears a Jistkan silver amulet that looks like a rat curled into a circle. It is worth 30 gp (90 gp in Subtier 4–5), and it is the key to disabling the third part of this area's hazard. Unfortunately, actually reaching the corpse and amulet requires crossing the third warded area. In





order to retrieve the amulet first, the PCs need to snag it (and possibly the corpse) and drag it back to safety. If the PCs use grappling hooks to grab the body, treat its Armor Class as 5. If the PCs use improvised tools, such as several polearms lashed together, increase the AC to 10. Failing to hit the target means that the attempt instead knocked the corpse down the stairs into area **A9**. Success lets the PCs retrieve the prize. Note that because of the amulet's magic aura, the PCs cannot manipulate it using *mage hand*.

### A9. Temple of Geryon (CR 3 or CR 6)

The air in this chamber is strangely humid, and a thin layer of fog clings all across the floor. A staircase descends from the east and another staircase to the west is fully obstructed by rubble. Several statues with serpent motifs stand in the area. To the north, a large, green stained-glass window looms behind a twisted statue of three serpentine men conjoined at the hip. Vines snake across the floor from a central pool filled with luminescent green liquid. In several places, faintly glowing arcane script inscribed on the floor tiles shines through the mist.

This ancient Jistkan temple is dedicated to the archdevil Geryon, and the faintly glowing script provides dim illumination throughout the room. The ceiling of the chamber rises to a height of 40 feet. The vines that snake their way throughout the shrine are considered difficult terrain, and the green pool is 5 feet deep and full of mundane water. A PC who succeeds at a DC 20 Perception check spots the secret door leading into area **A10**. The stained-glass window behind statue of Geryon is too opaque to see through, but it can be broken (hardness 5, hit points 5, break DC 20). There is a 15-foot drop from the base of the floor into area **A10**.

**Hazards:** Anyone that attempts to read the glowing script on the dark stones must succeed at a DC 14 Will save (DC 16 in Subtier 4–5) or become fascinated for 1d4 rounds as the infernal heresies carved upon the stones take hold of his mind. Afterward, the heresies fade from memory, leaving only an oily sensation of infernal taint behind in the PC's thoughts.

**Creatures:** Several constructs left behind by Jistkan priest-artificers still guard the ancient temple. They attack shortly after the infernal script enraptures a creature, if someone notices them, or after intruders have spent 1 minute exploring the area. Each effigy depicts a tall, Jistkan human carved from marble with several serpents of dark stone coiled about their body.

Serpent effigies were created by priest-artificers of the Jistka Imperium. Many of them have crumbled through the ages, but some still stand guard in the ruined

### SCALING ENCOUNTER A9

Make the following adjustments to accommodate a group of four PCs.

**Subtier 1–2:** The serpent effigy has deteriorated over time. It loses its damage reduction, and it takes a –1 penalty on attack and damage rolls.

The Jistka construct was damaged by previous looters, reduce its hit points to 20.

**Subtier 4–5:** Remove one serpent effigy from the encounter.

shrines and vaults left behind by their masters. They act according to specific instructions set by their creators. Infernal power animates these constructs, granting them the ability to call forth hellfire.

### Subtier 1–2 (CR 3)

#### SERPENT EFFIGY

CR 3

LE Medium construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

#### DEFENSE

**AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

**hp** 36 (3d10+20)

**Fort** +1, **Ref** +2, **Will** +1

**DR** 2/—; **Immune** fire, construct traits; **SR** 8

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 bites +6 (1d6+3)

**Ranged** hellfire gaze +4 ranged touch (2d6 fire)

**Space** 5 ft.; **Reach** 15 ft.

#### TACTICS

**During Combat** The serpent effigy attacks with its gaze until an enemy closes into melee range. It then savages targets with its bite attacks. It pursues any intruders as far as the dark pool in area **A6** before returning to this room.

**Morale** The serpent effigy fights until destroyed.

#### STATISTICS

**Str** 17, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 1

**Base Atk** +3; **CMB** +6; **CMD** 17

**SQ** serpent sight, statue

#### SPECIAL ABILITIES

**Hellfire Gaze (Su)** As a standard action, a serpent effigy can shoot beams of crackling hellfire from its eyes. This attack has a range of 60 feet with no range increment.

**Serpent Sight (Ex)** A serpent effigy can see through the eyes of its serpents. The serpent effigy can trace a 15-foot-long path from its current position and use the end point to determine line of sight and line of effect for its hellfire gaze.

**Statue (Ex)** A serpent effigy can stand perfectly still, emulating a statue. An observer must succeed at a DC 20 Perception

check to notice the serpent effigy is alive. If a serpent effigy initiates combat from this pose, it gains a +4 bonus on its initiative check.

## Subtier 4–5 (CR 6)

### SERPENT EFFIGIES (3)

CR 3

hp 36 each (use the statistics in Subtier 1–2)

**Development:** By reaching this area and defeating its guardians, the PCs have uncovered enough rooms to thoroughly study the ruins and return to Khari. Once they have explored it to their satisfaction (and possibly investigated area A10 if they find it), they can depart the site with no further incident.

## A10. Infernal Laboratory

Eerie green lights burn all along the walls of this laboratory. A staircase ascends to the east, and a collapsed one lies to the west. A stained-glass window looms over an operating slab where the remains of a humanoid creature lie chained to the stone. Several tablets and other strange items lie atop the various tables.

The Jistkan priest-artificers conducted dark experiments within this chamber. PCs who can read Jistkan or succeeds at a DC 25 Linguistics check learns that the tablets contain information about both infusing constructs with fiendish energy and the war with Ancient Osirion. One tablet details Jistkan plans to arm constructs with manufactured weapons designed to combat their div enemies.

**Treasure:** There is a *Large +1 bastard sword* atop one table in Subtier 1–2. In Subtier 4–5, there are instead 2 *scrolls of fly*, 1 *potion of protection from fire*, and a *Large +1 planar bastard sword* (*Pathfinder RPG Ultimate Equipment* 146).

**Rewards:** If the PCs do not find the infernal laboratory, reduce their gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 125 gp.

*Out of Subtier:* Reduce each PC's gold earned by 291 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 458 gp.

## B. MUSEUM OF HISTORY, EAST WING

The PCs return to Corentyn aboard another Chelish frigate in the evening. A PC who succeeds at a DC 20

Perception check spots an avian silhouette passing in front of the moon before flapping off in the direction of the museum. When the PCs arrive to meet with Zefiro, the museum appears dark and empty except for several muffled voices audible in the building's east wing.

## B1. The Library (CR 4 or CR 7)

Double doors open into a hall filled with bookshelves, display cases, and two large tables piled with manuscripts. Several oil lamps keep the darkness at bay even at night. A rolling ladder stands at the east end of the library. Two staircases near the doors rise to the balconies on both sides of the hall. The railed balconies run across the length of the hall with a third one rising even higher to the east. There, a pair of doors leads into a second-story office.

A woman with dark, flowing hair speaks from the highest balcony. "How nice of you to deliver yourselves to me. I was just about to come find you! I strongly advise that you turn yourself in for questioning—though I must admit that part of me hopes you won't, since our friends to the east are sure to hammer the truth out of the traitor Zefiro anyway."

This is the main hall in the east wing of the museum. The bookcases are 10 feet tall, making them about as tall as the north and south balconies. The rolling ladder is 10 feet tall. The lamps shed normal light throughout the library.

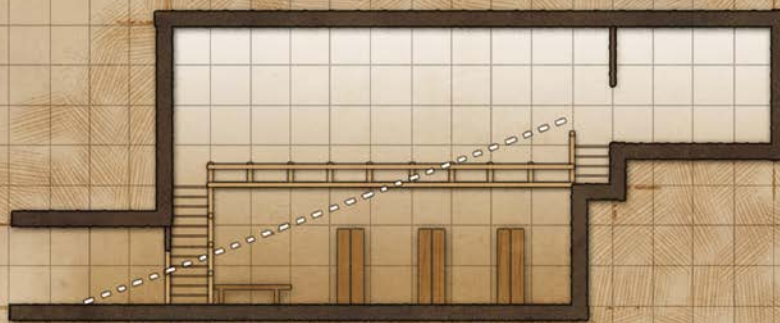
**Creatures:** While the PCs were in Kharijite, the Hellknight signifer Iluvia Thorn concluded her investigation of Zefiro Balinger and found him guilty of treason due to his willful disregard of his civic duty to destroy the noncompliant (i.e. genuine and true) historical documents that no longer conform to Chelias's state-approved, revisionist history. She is all the more offended due to her affiliation with the Hellknight Order of the Rack, which is dedicated to the destruction of dangerous texts. She organized his arrest and transfer to a facility in Ostenso, and she and her team are now busily tearing through the museum's collections searching for any more of Zefiro's heretical histories. As a representative of the law—and Law itself—she is willing to identify herself and explain the PCs' guilt by their association with Zefiro, after which she insists on their surrender or violent subdual.

Iluvia is originally from Isger, where she was orphaned during the Goblinblood Wars. The Sisters of the Golden Erinyes took her in and converted her to





## B. Museum of History, East Wing



- C** : Coretyn Guard
- H** : Hellknight Armiger
- I** : Iluvia Thorn
- T** : Thug



1 square = 5 feet

the Asmodean faith. She holds a deep respect for House Throne, which serves as the patron of several such orphanages across Isger. The sisters at the orphanage took note of her magical talents, and she was brought before an Order of the Rack signifer who sought potential recruits. Since then, Iluvia has become a signifer herself, determined to prove her value to the order. If a PC completed *Pathfinder Society Scenario #7-14: Faithless and Forgotten, Part 1: Let Bygones Be* and spotted the raven Inverness while helping Mireille escape, he might recognize Iluvia's familiar.

As reflected by its Challenge Rating, this is a difficult combat encounter. However, the PCs have ample cover, and Iluvia's short-range spells prevent her from inhibiting the Pathfinders too much without also putting her within striking range. In addition the PCs have the benefit of a full night's rest since leaving Kharijite, leaving them optimally equipped for such a ferocious fight.

### Subtier 1-2 (CR 4)

#### SIGNIFER ILUVIA THORN

CR 2

Female half-elf witch 3 (*Pathfinder RPG Advanced Player's Guide* 65)

#### SCALING ENCOUNTER B1

To accommodate a group of four PCs, remove all Coretyn guards from the encounter.

LE Medium humanoid (elf, human)

**Init** +6; **Senses** low-light vision; Perception +5

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 22 (3d6+9)

**Fort** +2, **Ref** +3, **Will** +5; +2 vs. enchantments

**Defensive Abilities** dual minded; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk sickle +0 (1d6-1) or

hair +4 (1d3+4)

**Special Attacks** hexes (evil eye, prehensile hair<sup>UM</sup>)

**Witch Spells Prepared** (CL 3rd; concentration +6)

2nd—*inflict moderate wounds* (DC 15), *vomit swarm*<sup>APG</sup>

1st—*burning hands* (DC 14), *mage armor*, *ray of enfeeblement* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *light*, *read magic*

**Patron** Vengeance<sup>UM</sup>



**TACTICS**

**Before Combat** Thanks to a warning from her familiar, Inverness, Iluvia expects trouble and has already cast *mage armor* on herself.

**During Combat** Iluvia keeps her distance and uses her spells and hexes to subdue the criminal PCs. She keeps Inverness out of harm if possible. Due to her upbringing, Iluvia has a soft spot for orphans and tries to avoid killing any PC who is especially child-like. She has absolutely no regard for any of the blasphemous tomes in the museum, though, and she has no compunctions against targeting parts of the museum with her spells.

**Morale** Iluvia's dedication to the Hellknights is too strong, and she fights until incapacitated.

**STATISTICS**

**Str** 8, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 13

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Improved Initiative, Toughness

**Skills** Intimidate +7, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +5, Sense Motive +3, Spellcraft +7, Use Magic Device +7; **Racial Modifiers** +2 Perception

**Languages** Common, Elven, Halfling, Infernal, Osiriani

**SQ** arcane training, elf blood, witch's familiar (raven named Inverness)

**Combat Gear** *potion of cure light wounds*, *wand of identify* (22 charges); **Other Gear** sickle, spell component pouch, Sisters of the Golden Erinyes gold pendant (worth 50 gp), 28 gp

**INVERNESS**

**CR** —

Female raven familiar (*Pathfinder RPG Bestiary* 133)

NE Tiny magical beast

**Init** +2; **Senses** low-light vision; Perception +11

**DEFENSE**

**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

**hp** 11 (3 HD)

**Fort** +1, **Ref** +4, **Will** +5

**OFFENSE**

**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite +5 (1d3-4)

**Space** 2 ft.; Reach 0 ft.

**STATISTICS**

**Str** 2, **Dex** 15, **Con** 8, **Int** 7, **Wis** 15, **Cha** 7

**Base Atk** +1; **CMB** +1; **CMD** 7

**Feats** Skill Focus (Perception), Weapon Finesse

**Skills** Acrobatics +2, Fly +6, Intimidate +1, Perception +11, Sense Motive +5, Spellcraft -1, Use Magic Device +1

**Languages** Infernal

**SQ** improved evasion

**CORENTYN GUARD**

**CR** 1

Guard (*Pathfinder RPG NPC Codex* 267; see page 22)

**hp** 22 each

**TACTICS**

**During Combat** The city guard engages in melee to keep enemies away from Iluvia.

**Morale** The guard surrenders if reduced to 8 or fewer hit points after Iluvia Thorn is incapacitated.

**THRUNE THUGS (2)**

**CR** 1/2

Brigands (*Pathfinder RPG NPC Codex* 266; see page 22)

**hp** 15 each

**TACTICS**

**During Combat** The thugs begin use their bows until a target approaches them in melee.

**Morale** A thug surrenders or flees if reduced to 6 or fewer hit points after Iluvia Thorn is incapacitated.

**Subtier 4–5 (CR 7)**

**SIGNIFER ILUVIA THORN**

**CR** 4

Female half-elf witch 5 (*Pathfinder RPG Advanced Player's Guide* 65)

LE Medium humanoid (elf, human)

**Init** +6; **Senses** low-light vision; Perception +7

**DEFENSE**

**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 35 (5d6+15)

**Fort** +3, **Ref** +4, **Will** +7; +2 vs. enchantments

**Defensive Abilities** dual minded; **Immune** sleep

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk sickle +2 (1d6-1) or hair +6 (1d3+6)

**Special Attacks** hexes (evil eye, flight, prehensile hair<sup>UM</sup>)

**Witch Spell-Like Abilities** (CL 5th; concentration +9)

At will—*feather fall* (self only), *fly* (self only)

1/day—*levitate* (self only)

**Witch Spells Prepared** (CL 5th; concentration +9)

3rd—*bestow curse* (DC 17), *lightning bolt* (DC 17)

2nd—*inflict moderate wounds* (DC 16), *spectral hand*, *vomit swarm*<sup>APG</sup>

1st—*burning hands* (DC 15), *inflict light wounds* (DC 15), *mage armor*, *ray of enfeeblement* (DC 15)

0 (at will)—*daze* (DC 14), *detect magic*, *light*, *read magic*

**Patron** Vengeance<sup>UM</sup>

**TACTICS**

**Before Combat** Thanks to a warning from her familiar, Inverness, Iluvia expects trouble and has already cast *mage armor* on herself.

**During Combat** Iluvia keeps her distance and uses her spells and hexes to subdue the criminal PCs—starting with *lightning bolt* if possible. She tries to keep Inverness out of harm's way. Due to her upbringing, Iluvia has a soft spot for orphans and tries to avoid killing any PC who is especially child-like. She has absolutely no regard for any of the blasphemous tomes in the museum, though, and she has no

compunctions against targeting parts of the museum with her spells. She uses her flight hex to stay out of reach of any melee attackers.

**Morale** Iluvia's dedication to the Hellknights is too strong, and she fights until incapacitated.

**STATISTICS**

**Str** 8, **Dex** 14, **Con** 12, **Int** 18, **Wis** 10, **Cha** 13

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Combat Casting, Improved Initiative, Toughness

**Skills** Intimidate +9, Knowledge (arcana) +10, Knowledge (planes) +10, Perception +7, Sense Motive +5, Spellcraft +11, Swim +3, Use Magic Device +9; **Racial Modifiers** +2 Perception

**Languages** Common, Draconic, Elven, Halfling, Infernal, Osiriani

**SQ** arcane training, elf blood, witch's familiar (raven named Inverness)

**Combat Gear** brooch of shielding, pearl of power (1st), potion of cure moderate wounds, lesser reach metamagic rod APG, wand of identify (22 charges); **Other Gear** mwk sickle, cloak of resistance +1, spell component pouch, Sisters of the Golden Erinyes gold pendant (worth 50 gp), 28 gp

**INVERNESS**

**CR** —

Female raven familiar (*Pathfinder RPG Bestiary* 133)

NE Tiny magical beast (animal)

**Init** +2; **Senses** low-light vision; Perception +13

**DEFENSE**

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

**hp** 17 (5 HD)

**Fort** +1, **Ref** +4, **Will** +6

**OFFENSE**

**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite +6 (1d3-4)

**Space** 2 ft.; Reach 0 ft.

**STATISTICS**

**Str** 2, **Dex** 15, **Con** 8, **Int** 8, **Wis** 15, **Cha** 7

**Base Atk** +2; **CMB** +2; **CMD** 8

**Feats** Skill Focus (Perception), Weapon Finesse

**Skills** Acrobatics +2, Fly +6, Intimidate +3, Perception +13, Sense Motive +7, Spellcraft +3, Use Magic Device +3

**Languages** Infernal

**SQ** improved evasion

**CORENTYN GUARDS (2)**

**CR** 1

Guard (*Pathfinder RPG NPC Codex* 267, see page 22)

**hp** 22 each

**TACTICS**

**During Combat** The city guard engages in melee to keep enemies away from Iluvia.

**Morale** A guard surrenders if reduced to 8 or fewer hit points after Iluvia Thorn is incapacitated.

**HELLKNIGHT ARMIGERS (2)**

**CR** 2

LE traitorous brigand (*Pathfinder RPG NPC Codex* 81; see page 22)

**hp** 30 each

**TACTICS**

**During Combat** The armigers charge into melee and attempt to stop anyone from getting to Iluvia.

**Morale** The armigers don't surrender, for they are ready to die in service of their cause.

**Treasure:** Iluvia has a letter that details her orders to arrest Zefiro and search the museum for any unlawful histories. Give the players **Player Handout #2**.

**Development:** Once the PCs defeat Iluvia and learn of Zefiro's fate from her papers, they can explore the rest of this wing and look for other clues of what befell Zefiro and what he was hoping to protect. It should be clear from the sounds of concern and alarm outside that the conflict in the museum did not go unnoticed, and a far larger force of guards may be on its



ILUVIA THORN



way to investigate. However, the PCs do have enough time to perform a quick search and then slip away without being arrested.

**Rewards:** If the PCs fail to defeat Iluvia Thorn, reduce each PC's gold earned as followed.

*Subtier 1–2:* Reduce each PC's gold earned by 194 gp.

*Out of Subtier:* Reduce each PC's gold earned by 493 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 792 gp.

## B2. Zefiro's Office

Bookshelves and display cases stand in the corners of this large office. An oaken desk sits in the middle of the room with large windows set in the wall on either side of it. Doors to the south open to a raised terrace, and a large painting of Abrogail II hangs on the north wall.

This is Zefiro's personal office. The painting appears to be affixed to the wall, but a PC who succeeds at a DC 20 Perception check notices a latch on the side of the painting's frame that allows it to be shifted to one side, revealing a secret door into area **B3**.

## B3. Secret Room

Several bookshelves, a desk, and a display case crowd this cramped room. To the left stands a statue of Aroden.

This hidden room behind the painting holds most of Zefiro's secret research and illicit projects. Among other things, the PCs can find an early (and now publicly redacted) diary filled with tales of infernal war crimes committed by Thrune, an Aspis Consortium cargo manifest for a shipment from Taldor to Khari, and Zefiro's holy Arodenite scriptures. A PC who succeeds at a DC 15 Appraise, Knowledge (history or nobility), or relevant Profession check or a DC 20 Perception check can also identify key records that the Pathfinder Society would want preserved, and the PCs can then smuggle these out of Cheliox before the Order of the Rack discovers and destroys them.

## CONCLUSION

Zefiro Balinger's arrest and imprisonment casts a dark shadow over Cheliox's new relationship with the Pathfinder Society, especially as the PCs have brought to light new ways in which the infernal empire hoped to reshape their national narrative by falsifying its past. If Taldor ever founded a colony so deep into Rahadoum, Ibhír is not it. The PCs board a ship out of Corentyn before authorities are able to connect them to the museum incident.

Back in Absalom, Master of Swords Marcos Farabellus can barely restrain his fury at Cheliox's duplicity and use of the Society as a cat's paw to validate Cheliox's lies. He sends for Ianareth Alazario, the new liaison from Cheliox, only to find that she has slipped away from the Grand Lodge to "attend to pressing business abroad." Farabellus assures the PCs that although Cheliox may be more powerful than their organization, the Society won't suffer this indignity with a smile. He cryptically advises the PCs to remain in Absalom and await further word about a daring mission he has only just begun to plan—one to save the Society's ally who has paid the greatest price for Cheliox's villainy: Zefiro Balinger.

Each PC who explored area **A9** receives the Imperium Initiate boon on his Chronicle sheet. If a PC succeeded at one of the checks to identify any of the five archaeological frauds in areas **A2** or **A3**, she receives the Archaeological Expert boon on her Chronicle sheet; this is an individual reward.

### Primary Success Conditions

The PCs complete their primary mission if they explore the Jistkan ruins as far as area **A9** and discover clues of Zefiro's destination in eastern Cheliox. Doing so earns each PC 1 Prestige Point.

### Secondary Success Conditions

In order to fulfill their secondary objectives, the PCs must accomplish at least three of the following five tasks: Recover the Jistkan relics in area **A10**; find Zefiro's hidden room (area **B3**); secure the high-priority texts from area **B3**; uncover three or more of the archeological forgeries in areas **A2** and **A3**; or uncover all 5 archaeological forgeries. Doing so earns each PC 1 additional Prestige Point.

PLAYER HANDOUT #1: ARCHAEOLOGICAL REPORT

This is a report of the notable archaeological items discovered in the lost colony of Taldor—estimated to have been established shortly after the founding of Corentyn in 1520 AR—uncovered by the Athenaeum in Kharijite.

Item 1: Ancient broken Taldan clay pots.

Item 2: A ruined building manufactured in ancient Taldan style.

Item 3: Four Taldan statues depicting the founders of the colony.

Item 4: Two golden lion statues.

Item 5: A large statue of the god Abadar.

PLAYER HANDOUT #2: CHELISH WARRANT

By the authority vested in the Imperial Ministry of Historical Accuracy by Her Infernal Majestrix, Queen Abrogail II of the Thrice-Damned House of Thrune, Signifer Iluvia Thorn is hereby authorized to apprehend the suspected traitor Zefiro Balinge, to question his known associates, and to confiscate any unlawful items found within the Museum of History in Corentyn. Zefiro Balinge and any evidence are to be delivered into the custody of the Sirmium bureau of the Imperial Ministry of Historical Accuracy.

– Inspector Lusarious Deckland





## APPENDIX 1: BESTIARY

The following creatures appear in this adventure.

### BRIGAND CR 1/2

Human warrior 2 (*Pathfinder RPG NPC Codex* 266)  
NE Medium humanoid (human)

**Init** +1; **Senses** Perception +0

#### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 15 (2d10+4)

**Fort** +4, **Ref** +1, **Will** +0

#### OFFENSE

**Speed** 30 ft.

**Melee** longsword +3 (1d8+1/19–20) or  
sap +3 (1d6+1 nonlethal)

**Ranged** longbow +3 (1d8/×3)

#### STATISTICS

**Str** 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 14

**Feats** Point-Blank Shot, Skill Focus (Stealth)

**Skills** Intimidate +4, Stealth +6

**Languages** Common

**Combat Gear** *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2); **Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 18 gp

### GUARD CR 1

Human warrior 3 (*Pathfinder RPG NPC Codex* 267)  
LN Medium humanoid (human)

**Init** –1; **Senses** Perception +5

#### DEFENSE

**AC** 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)

**hp** 22 (3d10+6)

**Fort** +3, **Ref** +0, **Will** +2

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk guisarme +7 (2d4+3/×3) or  
mwk longsword +6 (1d8+2/19–20)

**Ranged** javelin +2 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

#### STATISTICS

**Str** 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

**Base Atk** +3; **CMB** +5; **CMD** 14

**Feats** Alertness, Toughness, Weapon Focus (guisarme)

**Skills** Intimidate +6, Perception +5, Sense Motive +4

**Languages** Common

**Gear** chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

### SKELETAL CHAMPION CR 2

Human skeletal champion warrior 1 (*Pathfinder RPG Bestiary* 252)

NE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +6

#### DEFENSE

**AC** 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

**hp** 17 (3 HD; 2d8+1d10+3)

**Fort** +3 **Ref** +1 **Will** +3; channel resistance +4

**DR** 5/bludgeoning; **Immune** cold, undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk longsword +7 (1d8+3/19–20)

#### STATISTICS

**Str** 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Cleave, Improved Initiative<sup>B</sup>, Power Attack, Weapon Focus (longsword)

**Skills** Intimidate +7, Perception +6, Stealth –1

### TRAITOROUS BRIGAND CR 2

Half-orc fighter 3 (*Pathfinder RPG NPC Codex* 81)  
NE Medium humanoid (human, orc)

**Init** +5; **Senses** darkvision 60 ft.; Perception –1

#### DEFENSE

**AC** 17, touch 11, flat-footed 16 (+6 armor)

**hp** 30 (3d10+9)

**Fort** +5, **Ref** +2, **Will** +2; +1 vs. fear

**Defensive Abilities** bravery +1, orc ferocity

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk greataxe +7 (1d12+4/×3) or  
sap +6 (1d6+3 nonlethal)

**Ranged** javelin +4 (1d6+3)

#### STATISTICS

**Str** 17, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 13

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Cleave, Improved Initiative, Iron Will, Power Attack

**Skills** Climb +5, Intimidate +9, Survival +3, Swim +5

**Languages** Common, Orc

**SQ** armor training 1, orc blood, weapon familiarity

**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*, *potion of enlarge person* (CL 3rd); **Other Gear** masterwork breastplate, javelins (4), masterwork greataxe, sap, sack, 24 gp





## Pathfinder Society Scenario #7-16: Faithless and Forgotten, Part 2: Lost Colony of Taldor

Event \_\_\_\_\_ Date \_\_\_\_\_

GM # \_\_\_\_\_ GM Character # \_\_\_\_\_

GM Name \_\_\_\_\_ GM Prestige Earned \_\_\_\_\_

- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court |   |
| <input type="checkbox"/> A            | <input type="checkbox"/> B              | <input type="checkbox"/> C               | <input type="checkbox"/> D              |

Character # \_\_\_\_\_  \_\_\_\_\_  
Prestige Points

Character Name \_\_\_\_\_  
 Dark Archive     The Exchange     Grand Lodge     Liberty's Edge  
 Scarab Sages     Silver Crusade     Sovereign Court

Character # \_\_\_\_\_  \_\_\_\_\_  
Prestige Points

Character Name \_\_\_\_\_  
 Dark Archive     The Exchange     Grand Lodge     Liberty's Edge  
 Scarab Sages     Silver Crusade     Sovereign Court

Character # \_\_\_\_\_  \_\_\_\_\_  
Prestige Points

Character Name \_\_\_\_\_  
 Dark Archive     The Exchange     Grand Lodge     Liberty's Edge  
 Scarab Sages     Silver Crusade     Sovereign Court

Character # \_\_\_\_\_  \_\_\_\_\_  
Prestige Points

Character Name \_\_\_\_\_  
 Dark Archive     The Exchange     Grand Lodge     Liberty's Edge  
 Scarab Sages     Silver Crusade     Sovereign Court

Character # \_\_\_\_\_  \_\_\_\_\_  
Prestige Points

Character Name \_\_\_\_\_  
 Dark Archive     The Exchange     Grand Lodge     Liberty's Edge  
 Scarab Sages     Silver Crusade     Sovereign Court

Character # \_\_\_\_\_  \_\_\_\_\_  
Prestige Points

Character Name \_\_\_\_\_  
 Dark Archive     The Exchange     Grand Lodge     Liberty's Edge  
 Scarab Sages     Silver Crusade     Sovereign Court

Character # \_\_\_\_\_  \_\_\_\_\_  
Prestige Points

Character Name \_\_\_\_\_  
 Dark Archive     The Exchange     Grand Lodge     Liberty's Edge  
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**Pathfinder Society Scenario #7-16: Faithless and Forgotten, Part 2: Lost Colony of Taldor** © 2016, Paizo Inc.; Author: Kalervo Oikarinen



# Pathfinder Society Scenario #7-16: Faithless and Forgotten, Part 2: Lost Colony of Taldor

Character Chronicle #

Core Campaign

	A.K.A.	-	
Player Name	Character Name	Pathfinder Society #	Faction

**This Chronicle sheet grants access to the following:**

**Archaeological Expert:** The Pathfinder Society has a strong tradition of archaeological exploration, and you have proven yourself a capable excavator and historian. You gain a +1 bonus on Appraise and Knowledge (history) checks to identify the cultural significance of art and objects. If you would fulfill the primary success conditions of an adventure but fail its secondary success conditions, you can cross this boon off your Chronicle sheet and attempt an Appraise, Knowledge (history), or Profession (archaeologist) check (DC = 10 plus twice your character level). If you succeed, you make a small but significant archaeological discovery that allows you—and only you—to earn the Prestige Point reward anyway. You cannot take 10 on this check.

**Imperium Initiate:** Your study of Jistkan ruins and golems has taught you a few tricks for handling the supernatural soldiers of ancient Garund. You can cross this boon off your Chronicle sheet before casting a spell to make it especially effective against constructs and divs. Those creatures take a –2 penalty on all saving throws made against the spell for 1 round. Alternatively, you can cross this boon off your Chronicle sheet as a free action to treat the hardness and damage reduction of all constructs and divs as 5 lower against your attacks for 1 round.

<b>MAX GOLD</b>	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	1–2	255	510
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Out of Subtier	590	1,180
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	4–5	925	1,850
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—

<b>EXPERIENCE</b>	Starting XP
	+ <span style="float: right; font-size: small;">GM's Initials</span>
	XP Gained (GM ONLY)
	=
	Final XP Total

<b>FAME</b>	Initial Prestige	Initial Fame
	+ <span style="float: right; font-size: small;">GM's Initials</span>	
	Prestige Gained (GM ONLY)	
	–	
	Prestige Spent	
	Current Prestige	Final Fame

<b>GOLD</b>	Starting GP	
	+ <span style="float: right; font-size: small;">GM's Initials</span>	
	GP Gained (GM ONLY)	
	+ <span style="float: right; font-size: small;">GM's Initials</span>	
	Day Job (GM ONLY)	
	–	
	Gold Spent	
	=	
	Total	

All Subtiers	Subtier 4–5
<p><i>iron rope</i> (750 gp; <i>Pathfinder RPG Ultimate Equipment</i> 306)</p> <p><i>potion of cure moderate wounds</i> (300 gp)</p> <p><i>scroll of resist energy</i> (150 gp)</p> <p><i>wand of identify</i> (22 charges; 330 gp, limit 1)</p>	<p><i>+1 planar bastard sword</i> (8,335 gp; <i>Ultimate Equipment</i> 146)</p> <p><i>brooch of shielding</i> (1,500 gp)</p> <p><i>cloak of resistance +1</i> (1,000 gp)</p> <p><i>lesser reach metamagic rod</i> (3,000 gp; <i>Ultimate Equipment</i> 190)</p> <p><i>pearl of power</i> (1st-level; 1,000 gp)</p> <p><i>potion of bull's strength</i> (300 gp)</p> <p><i>scroll of fly</i> (375 gp)</p>

**For GM Only**

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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